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Canterlot siege 3

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Futzi01's series has been dormant for a long time. Despite my own efforts to preserve it, the results were mixed at best. Furthermore, Flash will no longer be supported after 2020, making it impossible to play these games even if configured properly. To ensure accessibility, I've created a user-friendly way to play these games. The .zip file includes all four Canterlot Siege entries' .swf game files, along with a standalone 32-bit player that works offline and without Flash installed. A readme file explains the flash player's basic functions. Mac users will find their own version of this player, while Linux users may also have access (though it hasn't been thoroughly tested). Mediafire link: www.mediafire.com/file/dbdheku... Google Drive link: drive.google.com/file/d/1EwSmX... Ask publishers to restore access to 500,000+ books. Flash games Canterlot Siege are created by futzi01 and based on My Little Pony: Friendship Is Magic. The first game features Mane Six fighting villains invading Canterlot, while the second has supporting characters with the same goal. The third flips this concept to villains defending their bases from heroes. The fourth Power Ponies edition has heroes as towers and the Mane-iac sending clones at them. Gameplay in all versions follows Tower Defense rules: enemies spawn and follow a path to a goal, and players must line the path with characters each having unique attacks to form a strategic defense before defeating enemies earns bits for upgrading. Bosses spawn every ten waves with special powers and higher stats. Defeating all waves wins the game, but too many enemies reaching the goal results in losing. Each version introduces new tower types, power-ups, enemy types, waves, and more. Password features save progress from the second game on, including maps beaten, perfect scores achieved, and potions/artifacts used. A crucial aspect of the game is the wealth orbs, which provide a +20% bonus to bits earned from defeated enemies. This can significantly impact gameplay, especially when paired with the right character in the right situation. Additionally, Mistress Mare-velous in game four offers valuable defense-reducing capabilities, making her a vital asset against tough opponents. The Boss Rush mode is another challenging aspect, where players face off against six consecutive boss enemies after completing Wave 50 in Inversion. The waves preceding this challenge also feature the Mane Six and their allies taking on the player one at a time. The game features various call-backs to previous installments, such as the abilities of Princess hero towers, which are based on their special attacks from game two. The enemies in game four can be overwhelming, consisting of waves of clones created by the Mane-iac. Other notable mechanics include Luna's moon-drop superpower in game two, Twilight's shooting star rain, and Celestia's sun-dropping ability in game four. Discord's random movements in game two and Fausticorn's random damage output also add to the chaos. Throughout the series, there are numerous continuity nods and references, including color-coded elements for stats and damage types. Additionally, Lauren Faust makes a cameo appearance as her alicorn Author Avatar in game four. Inversion features an interesting twist on orb abilities, where each allows a tower to deal massive damage to one enemy type at the cost of reduced damage against other types. This leads to situations where certain characters become highly specialized but struggle against different opponents. Boss battles can be a real challenge due to their high health points. These enemies often move slowly but pack a punch when it comes to HP. In certain games, players may encounter special types of bosses that require unique strategies to defeat. Some notable examples include the Damage-Sponge Boss, which absorbs and reflects damage, making them harder to take down. The Deflector Shields summoned by Princess Cadence and Shining Armor in one game protect them from harm until their barrier is depleted. In other instances, players may face Degraded Bosses that return with increased difficulty later in the game. Dual Boss battles also become more common as the series progresses, pitting multiple opponents against the player simultaneously. The Easter Egg system rewards players for achieving perfect scores on specific maps, granting access to secret power-ups and characters. Edible Ammunition is another unique mechanic where certain characters throw food items instead of traditional projectiles. Enemy Summoners, like Chrysalis in one game, bring forth hordes of minions to overwhelm the player. The Final Boss typically marks the culmination of a difficult campaign, featuring formidable opponents like Nightmare Moon or Mane-iac. Various enemy types also exhibit distinct abilities, such as Fire, Ice, Lightning attacks, or Fragile Speedster enemies with high speed but low health. Gemstone Assault and Glass Cannon are other notable examples, showcasing characters that wield gemstones or possess devastating powers but require precise timing to utilize effectively. Throughout the series, players encounter various strategies for dealing massive damage to multiple enemies at once, such as Herd-Hitting Attacks from certain heroes. Heroic Second Wind allows some characters to respawn with increased power, turning what would be a game-ender into an opportunity to continue fighting. In one instance, the Mane-iac is hijacked by other villains but ultimately serves as the Final Boss of the campaign. These unique twists keep players on their toes and require them to adapt their strategies accordingly. In the third game, Celestia can emit blinding light that prevents players from accessing the interface for a few seconds and stuns towers. This is in addition to the usual effects of her abilities. The game also features various orbital cannons, including the Orbital Friendship Cannon that deals massive damage but is expensive to use. In the second game, Celestia's superpower allows her to shoot a scorching beam over a linear area of effect. In the fourth game, her normal attack takes the form of a beam of light over an area of effect, and her powers are manifested as blinding light and a solar-variant of the Colony Drop. The player characters tend to be slower-moving Mighty Glaciers with lower range but more powerful attacks. There are various Money Multipliers that increase the bits earned by nearby towers or boosters. Vinyl Scratch and Octavia use their musical skills to attack enemies, while Discord's escape can instantly result in a Game Over. Winning in certain games unlocks Nostalgia Levels featuring maps from previous titles. In the third game, players can exploit an upgrade loophole involving orbs that increase tower stats to level 5 when selling upgraded towers. Sunset Shimmer shoots fireballs in the third game, and towers with ultimate upgrades glow with Power Glows. Towers have various Projectile Spells, including Queen Chrysalis's laser attacks in the third game and Celestia and Fausticorn's magical beams in the fourth. Twilight's abilities are based on raw magical power rather than Star Power. Super Range and Super Speed offer significant boosts to their corresponding stats, but at the cost of penalties to other stats. Rare and powerful hidden orbs provide additional advantages. Secret Characters: Finishing certain maps unlocks new heroes, while completing the game on specific difficulties unlocks secret levels. Sequel Escalation: Each installment introduces fresh enemy types, characters, powers, and waves, making earlier games seem less intense by comparison. Shock and Awe: Zapp unleashes lightning attacks, while Spam Attack: Melee attackers like Gilda attack rapidly when using Super Speed orbs and Lightning Dust support towers. Status Buff: Towers can amplify nearby tower stats in the second game, with Cadence's ability affecting immediate surroundings in the fourth installment. Status Effects: Slow-down, damage-over-time, stun, and knock-back effects are present throughout the series. Boss Rush enemies sap tower stats in the third game, while numerous enemies can do so in the fourth. Support Party Member: Characters that slow down enemies or increase nearby tower stats are scattered across all three games. Take That, Scrappy!: Seabreeze's poor performance led to its replacement by Silver Shill in the fourth installment. Trap Master: Discord and Sombra's super powers create trap zones that deal continuous damage to entering enemies. True Final Boss: Higher difficulties feature additional enemies beyond the final wave, including a challenging final opponent that must be defeated to progress. The games offer diverse gameplay elements such as Discord's features, unique enemy waves like Angel Bunnies and Equestria Girls Humane Six, and intense boss battles including Derpy and Power Ponies. Additionally, challenging modes like "Hard" and "Insane" bring an unexpected fight against a Hasbro lawyer. The games also incorporate various mechanics, including weather manipulation by Discord summoning chocolate rain, the Wolfpack Boss where enemies are accompanied by weaker allies, and the Villain Teleportation seen in Sunset Shimmer's movement during the second game. Furthermore, some levels involve Zerg Rush tactics, where large numbers of weak enemies converge to overwhelm the player, such as the 150 parasprites encountered in the fourth game.